ABSTRACT

A percussion instrument for games with percussively or impact-moved play body comprises an actuating part and an impact section embodied at least partially as a dismensionally stable solid body interacting with the play body in a directly dynamic manner. A plurality of excellent spatial areas and/or flat areas and/or linear areas are provided in order to enable a structure to be made, said structure having an improved adaptation to the vibrational behavior to the events involved in the playing actions and the requirements and particularities of the player. The areas are distinguished by means of at least one vibration-relevant material parameter, especially one resonance-relevant material parameter and/or form or measuring parameter, especially differing mass, density, resistance to deformability and/or damping of at least one part of the respective environment, forming a sequence extending over at least one part of the percussion instrument corresponding to at least one arranged sequence.